

# II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

**♩ = 92**

Marimba

Vibraphone

Xylophone

Glockenspiel

Crotales

Chimes

Percussion I

Percussion II

Percussion III

Snare Line

Quad Line

Bass Line

Cymbal Line

*p*

*pp*

Triangle

Finger Cym.  
w/ tri. beater

Hi-Hat

*r*

*l*

*r r r r*

[illegible]

7

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

*mp*

*mf*

*p*

*f*

*mp*

*mp*

*mp*

*p*

*p*

*mp*

*p*

*mp*

*p*

Mark Tree

Ride Cym.

flip R hand to match grip

R l r l ...

put away L stick

R l r l r

[illegible]

13

12

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

*mf*

*p*

*bring out!*

*f*

*mp*

*mp*

*mp*

Concert B.D.

*mf*

*p*

*mp*

*sim.*

*mp*

*p*

*mp*

*mf*

*not TOO loud!*

*mp*

*p*

CR *mf*

ZI (*mf*) HH ... HH ...

14

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

Tri.

Wood Block

B.D.

sim.

p

mp

L r l R

R L

R L

R L L

18

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

CR

18

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466

[illegible]



[illegible]

[illegible]

27

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

*mf* *f* R l l l r *mf* R l r L r l R l l R l l R

*mf* *mp*

+

R

[illegible]



[illegible]

37

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

8

3

6

6

*p* *ff*

R l r l R L L R L R L R l r l R R L R L R R L R l r l R l r L r L R R L R L

39

Mar.

Vibes

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

8

R l r l R L r l r L R L

R l r l R r r l l r r l l R L R L L





[illegible]

44

Mar. *center (5-oct. player) only, all others play treble clef*

Vibes *sffz*

Xylo.

Bells

Crots

Chms.

Perc. I

Perc. II

Perc. III

Snare

Quads

Bass.

Cyms.

B.D. + Gong

*mic'd up solo Ocean Drum*

*mp* *ff*

*thru*

*a2*

CR

R L R L R L

R L R L R L

R L

CR

# Marimba

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

$\text{♩} = 92$

The score is written for marimba in 4/4 time with a tempo of 92 beats per minute. It features a key signature of three flats (B-flat, E-flat, A-flat). The piece is divided into five systems of music. The first system (measures 1-4) begins with a piano (*p*) dynamic in the bass and a piano-piano (*pp*) dynamic in the treble. The second system (measures 5-8) includes dynamics of mezzo-piano (*mp*), mezzo-piano (*mp*), mezzo-forte (*mf*), and piano (*p*). The third system (measures 9-13) starts with a circled measure number 9 and ends with a circled measure number 13, featuring a mezzo-forte (*mf*) dynamic. The fourth system (measures 14-19) begins with a circled measure number 14 and ends with a circled measure number 19, showing a dynamic change from mezzo-forte (*mf*) to piano (*p*). The fifth system (measures 20-23) starts with a circled measure number 21 and includes a forte (*f*) dynamic in the treble and mezzo-forte (*mf*) in the bass.

*p* *pp*

*mp* *mp* *mf* *p*

9 13 *mf*

14 19 *mf* *p*

20 21 *f* (*mf*)

24

Measures 24-27: Treble and bass staves with chords and eighth notes. Key signature: three flats.

28

(29)

*mp*

Measures 28-31: Treble and bass staves with chords and eighth notes. Key signature: three flats. Measure 29 is circled. Dynamic: *mp*.

32

(34)

*ff*

Measures 32-35: Treble and bass staves with chords and eighth notes. Key signature: three flats. Measure 34 is circled. Dynamic: *ff*.

39

to 2 mlts. >

*fp* *ff*

Measures 39-42: Treble and bass staves with chords and eighth notes. Key signature: three flats. Measure 39 is circled. Dynamic: *fp*, *ff*.

43

div. between outer 2 marimbas

*fff*

center (5-oct. player) only,  
all others play treble clef

*sffz*

Measures 43-45: Treble and bass staves with chords and eighth notes. Key signature: three flats. Measure 43 is circled. Dynamic: *fff*, *sffz*.

# Vibraphone

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

**♩ = 92**

**9**

*p* *mf* *f* *p*

**13**

*bring out!*

*mp* *f*

**21**

*f* *mf*

**29**

*pp* *f* *pp* *f* *mp* *ff*

**34**

*ff*

**38**

**42**

*fp* *ff* *fff*

# Xylophone

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

**♩ = 92**

**⑨**

*mp*

**12**

**⑬**

*mf > p* *mp*

**20**

**⑳**

*f* *mp* *mf*

**27**

**㉑**

*mp*

**31**

**㉔**

*ff*

**36**

*fp* *ff*

**41**

*ff*

**43**

# Glockenspiel

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

$\text{♩} = 92$

3

*mp* *mf* *mp*

9 13

4

15

21

*f* *mf*

26

29

2

*mp* *ff*

33

34

38

6

*mf* *ff* *fff*

45



# Crotales

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

$\text{♩} = 92$

3 9 13 4

*mp* *mf* *mp*

16 21 29 5

*f* *mp* *pp < f*

30 34

*pp < f* *mp < ff*

39 *fff*

Chimes

II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

♩ = 92

8 9 13 6 21 5

*mp* *mf* *mp*

29 29 34

*mp* *mf* *f* *ff* *ff*

42 *fff*

Triangle, Mark Tree,  
Concert Bass Drum,  
Wood Block,  
Medium Suspended Cymbal, Gong

## FRHS 24: ADVENTURE IS OUT THERE

♩ = 92  
Triangle

**♩ = 92**

## Triangle

The musical score is written for a percussion ensemble in 4/4 time. It consists of five staves, each representing a different instrument or group of instruments. The notation includes various rhythmic values, dynamic markings, and articulation symbols.

- Staff 1:** Features a series of eighth and sixteenth notes with accents. The first measure is marked with a forte (*f*) dynamic. The staff ends with a fermata.
- Staff 2:** Starts with a mezzo-piano (*mp*) dynamic. It includes a triplet of eighth notes marked "Mark Tree". A measure is marked with a circled "9". The staff continues with a triplet of eighth notes marked "Concert B.D." and a mezzo-forte (*mf*) dynamic. It ends with a triplet of eighth notes marked "Tri." and a forte (*f*) dynamic.
- Staff 3:** Starts with a mezzo-forte (*mf*) dynamic. It includes a triplet of eighth notes marked "sim.". A measure is marked with a circled "21". The staff continues with a triplet of eighth notes marked "29" and a forte (*f*) dynamic.
- Staff 4:** Starts with a circled "34". It includes a measure marked "B.D. + Sus. Cym." and a forte (*ff*) dynamic. The staff continues with a series of eighth notes and rests.
- Staff 5:** Starts with a circled "42". It includes a measure marked "B.D. + Gong" and a forte (*fff*) dynamic. The staff continues with a series of eighth notes and rests.

## Percussion II

Finger Cymbal,  
Ride Cymbal, Guiro,  
Thin Suspended Cymbal,  
Claves, Ocean Drum

# II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

92

Finger Cym.  
w/ tri. beater

Ride Cym. on bell

Finger Cym.

Ride Cym.

9

Guiro w/  
triangle beater

Sus. Cym.

13

2

16

21

Claves

29

Guiro

Sus. Cym.

34

2

mic'd up solo  
Ocean Drum

37

2

3

mp

ff

The score is written on five staves, each representing a different percussion instrument. The first staff (measures 1-8) features Finger Cymbal with a triangle beater, Ride Cymbal on the bell, and Finger Cymbal. The second staff (measures 9-12) features Guiro with a triangle beater and Suspended Cymbal. The third staff (measures 13-16) features Claves. The fourth staff (measures 17-20) features Guiro and Suspended Cymbal. The fifth staff (measures 21-24) features Claves and a mic'd up solo Ocean Drum. The score includes various musical notations such as notes, rests, and dynamic markings (p, mp, mf, f, ff). Measure numbers 9, 13, 16, 21, 29, 34, and 37 are circled. Rehearsal marks are indicated by double bar lines.

## Percussion III

Hi-Hat, China Cymbal,  
Cabasa, Brake Drum

# II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

$\text{♩} = 92$

Hi-Hat +

China

Hi-Hat +

*p* *(p)* *p*

9 Cabasa or Caxixi

13

*mp* *mf*

20

21

29

*mp*

32

Brake Drum

34

China

Brake Drum

*f* *ff* *fff*

1 2+ 1+

# Snare Line

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

$\text{♩} = 92$

*flip R hand to match grip* ⑨ *rim knock w/ L hand* *flip L to trad.*

*Rl r l ... mp p r r l R r ... < mp p r r l R r r l r l < mp p*

12 *sim.* 13 *flip L to trad.*

*Rl r l ... mp p r r l R r ... < mf mp r r l R r r l r l < mf mp*

20 21

*Rl r l ... mf p r l r l R SC Rl l l ... mp < mf mp < mf*

24 *r l r l R L R L r l r l r l R SC Rl l l ... mf < f mf < f Rl l l*

28 29 *sim.* *flip L to trad.*

*r Rl r Lr l Rl l Rl l R r r l R r ... p < mp p r r l R r r l r L R RLRL*

33 34

*RL RL RL RL R RL Rl r l R RL RL R RL Rl r l R Lr l r L RL*

37 3

*Rl r l R L LRLR L Rl r l R RL RL R RL Rl r l R Lr l r L RL*

41 6 6

*Rl r l ... fp R Lr l r l r l r l R r r L l l R fff RLR RLR*

44 *thru thru*

*L R L R L R*

# Tenor Line

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

**9**

$\text{♩} = 92$

put away L stick  
wet fingers during rests  
finger roll

$\text{mp}$   $\text{p}$   $\text{pp}$   $\text{mp}$   $\text{pp}$   $\text{pp}$   $\text{mp}$

**13**

pick L stick up

$\text{pp}$   $\text{mp}$   $\text{mp}$   $\text{p}$   $\text{mp}$

**21**

$\text{mf}$   $\text{p}$   $\text{mp}$

**29** sim.

pick L stick up

$\text{pp}$   $\text{pp}$   $\text{mp}$   $\text{pp}$   $\text{pp}$

**34**

$\text{f}$   $\text{ff}$

**36**

$\text{ff}$

split: player 1 play drum 3,  
player 2 play drum 4

thru

$\text{ff}$   $\text{L}$   $\text{R}$   $\text{RLRLRL}$   $\text{L}$

# Bass Line

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

**♩ = 92**

The bass line is written on a single staff with a key signature of one sharp (F#) and a 4/4 time signature. The tempo is marked as ♩ = 92. The piece is divided into measures, with measure numbers 8, 15, 21, 27, 33, 37, 41, and 43 indicated. The notation includes various rhythmic values (quarter, eighth, sixteenth, and thirty-second notes), rests, and dynamic markings (pp, mp, p, mf, f, ff, fff). There are also articulation marks like accents (>) and slurs. Fingerings are indicated by numbers 1-5. The piece features several repeat signs and a final double bar line.

8 *pp* *mp* *p* *mp* *mf* *mp* *p* *mf* *mf* *p*

15 *mf* *mf* *p*

21 *mf* *f* *mf*

27 *mp* *f* *ff*

33 *f* *ff*

37 *f* *ff* *fff*

41 *f* *ff* *fff*

43 *f* *ff* *fff*



# Cymbal Line

## II. HOW FAR I'LL GO

FRHS 24: ADVENTURE IS OUT THERE

ARR. M. CONAWAY, B. SCULLY

♩ = 92  
8

9 + + + + + + + +

HH...  
*mp*

CR  
*mf*

not TOO loud!

13 + + + + + + + +

ZI HH... HH...  
(*mf*)

21 + + + + + + + +

CR HH...  
(*mf*)

29 + + + + + + + +

HH...  
*mp*

*f*

34 SM CR CR  
*ff*

35

CR CR CR CR CR CR CR CR CR

*fff*

The musical score is written for a cymbal line in 4/4 time, with a tempo of 92 beats per minute. It consists of five staves of music. The first staff starts at measure 9 and ends at measure 13. It features a series of eighth notes on measures 9-10, followed by a rest on measure 11, and then a series of eighth notes on measures 12-13. The second staff starts at measure 14 and ends at measure 21. It features a series of eighth notes on measures 14-15, followed by a rest on measure 16, and then a series of eighth notes on measures 17-21. The third staff starts at measure 24 and ends at measure 34. It features a series of eighth notes on measures 24-25, followed by a rest on measure 26, and then a series of eighth notes on measures 27-34. The fourth staff starts at measure 35 and ends at measure 42. It features a series of eighth notes on measures 35-36, followed by a rest on measure 37, and then a series of eighth notes on measures 38-42. The score includes various dynamic markings such as *mp*, *mf*, *f*, and *fff*, as well as articulation marks like accents and slurs. The notation also includes cymbal-specific symbols like HH (Hi-Hat), CR (Crash), ZI (Zi-Hat), and SM (Snare).